Dana Atchley Merrick

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USA-based – 978.206.1331

HIGHLIGHTS

- Technology generalist
- Detail-oriented & level-headed
- Motivated problem solver
- Superb communication skills
- Experience in many industries

EXPERIENCE

Senior Infrastructure Engineer   2020-present
Reverie Labs, Cambridge, MA

- Fascilitated large-scale machine learning workflows on AWS Batch and Kubernetes, including tools such as Prometheus, Grafana, and Traefik.
- Transitioned the engineering org from a single "click-ops" AWS account to a multi-account system using Terraform.
- Built out and maintained a self-hosted CI/CD pipline using GitHub Actions.
- Supported a multi-disciplinary team that included computational/medicinal chemists, machine learning engineers, and data scientists.

Senior Engineer   2019-20
Postmates, San Francisco, CA

- Lead infrastructure efforts for Postmate's "delivery as a service" developer API.
- Built server functionality in Go – including adding metrics, logging, tracing, and new features.
- Worked on build process and deploy pipeline using Docker and Kubernetes.
- Served as liaison between developer API team and the greater Postmates infrastructure team.
- Was selected to spearhead the company-wide initiative to migrate cloud providers from AWS to GCP.
- Architected a highly-scalable webhooks infrastructure that delivers millions of webhooks a day.

Senior Infrastructure Engineer   2016-18
Snapdocs, San Francisco, CA

- Full ownership of the infrastructure: security, performance, reliability, cost, architecture, testing, tooling, documentation, and more.
- Built a suite of internal tools to assist with development, testing, deployment, and administration.
- Migrated from AWS OpsWorks to Elastic Beanstalk using CloudFormation.
- Oversaw a SOC 2 audit.
- Served as a mentor/educator to entire engineering team.

Senior Infrastructure Engineer   2015-16
Plaid, San Francisco, CA

- Built out a Vagrant developer environment that utilized the same Chef infrastructure code as the production environment.
- Designed and implemented a system to run integration testing suite against every pull request, catching many bugs before they were deployed.
- Created a Github Enterprise server and migrated all private repositories/users.
- Moved a manually-maintained Nagios alerting system to one fully automated with Chef.
- Built countless internal tools to assist with development, testing, and deployment.

- Upgraded massive production MongoDB server cluster to the latest version with zero downtime.

Lead Infrastructure Engineer 2014-15
IFTTT, San Francisco, CA
- Worked as sole infrastructure engineer responsible for servers on AWS and Heroku.
- Managed a sophisticated job queuing system using Resque/Redis, which directed tremendous amounts of API traffic across nearly 200 different APIs.
- Updated Chef infrastructure to most recent version and best practices.
- Cleaned up the codebase and the infrastructure from cruft, outdated/broken tools, and unnecessary costs.
- Countless improvements to monitoring and alerting tools, including PagerDuty, Pingdom, New Relic, Graphite, and CloudWatch.
- Improved stability of deploy process; reduced the total deploy time by 50%.
- Dramatically reduced the frequency of incidents requiring human intervention.
- Contributed to many other areas of the company, including product design, marketing, community/support, and HQ operations.
- Prepared for and oversaw the system during the launch of the Do apps – the company's biggest launch to date. It involved eight new apps, global press coverage, and millions of new users.

Platform Engineer 2011-14
Brightcove / Zencoder, San Francisco, CA
- Lead the team responsible for replacing Brightcove's transcoding stack with Zencoder infrastructure.
- Helped design, build, and support a platform for cross-platform mobile development.
- Managed build farm, Postgres/MongoDB databases, Riak servers, Nagios systems, and Resque queues.
- Migrated the AWS infrastructure to both Vagrant and physical servers.
- Personally handled many long-term operations projects:
  - Built a development environment to run the AWS infrastructure code locally using Chef and Vagrant.
  - Automated building of machine images using Packer.
  - Modernized the Chef infrastructure using tools like Berkshelf and Foodcritic.
  - Upgraded Ruby from Ruby Enterprise 1.8.7 to Ruby 2.1.

Software Engineer 2010-11
BCM (formerly Backchannelmedia), Boston, MA
- Lead a small team of Ruby developers in designing, building, and launching a Rails 3 daily deal site.
- Personally handled entire Rails deploy and release management process using Engine Yard, Heroku, and AWS.
- Earned a reputation as the resident Git expert; provided lessons, presentations, and advice on getting the most out of SCM in day-to-day development.

Web Software Developer 2009
Wieck Media, Dallas, TX
- Pure Ruby development; contributing to the company's in-house web framework (and Rails alternative), called "Harbor."
- Designed and developed libraries (gems) for user, media, and release management, including a heavy focus on i18n for an international client.

System Administrator 2006-09
Integrated Computer Solutions, Bedford, MA
- Managed all physical machines, including production servers, personal work stations, virtual machines, and legacy hardware.
- Designed and built a custom server-monitoring system.

EDUCATION   *Trinity College,* Hartford, CT 2010
Bachelor of Science, Double Major
Computer Science & Classical Mathematics
Charter member: Hartford area Ruby group

PORTFOLIO   My GitHub account has many public repositories for you to browse.
The most up-to-date version of this résumé can also be found there.
You may find it at `github.com/dmerrick`.

LOOKING FOR   Opportunity to be rewarded for innovation and leadership.
Camaraderie in an exceptional team.
Adoption of modern technologies.

REFERENCES   Available upon request.